---Creatures---

Warsaw Defender {R}{W}
Whenever Warsaw Defender is dealt damage, put a +1/+1 counter on it.
2/2

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Warsaw Defender {R}{W}
Whenever Warsaw Defender is dealt damage, put a +1/+1 counter on it.
2/2

Partisan Guerrilla {1}{W}
Whenever an opponent casts a spell, Partisan Guerrilla gains first strike until end of turn.
2/1

Partisan Guerrilla {1}{W}
Whenever an opponent casts a spell, Partisan Guerrilla gains first strike until end of turn.
2/1

Partisan Guerrilla {1}{W}
Whenever an opponent casts a spell, Partisan Guerrilla gains first strike until end of turn.
2/1

Solidarity Activist {2}{W}
Whenever an opponent draws a card, you may gain 2 life.
2/3

Solidarity Activist {2}{W}
Whenever an opponent draws a card, you may gain 2 life.
2/3

Solidarity Activist {2}{W}
Whenever an opponent draws a card, you may gain 2 life.
2/3

Uprising Leader {1}{R}
Whenever Uprising Leader attacks, it gets +1/+0 for each attacking creature your opponent controls.
2/2

Uprising Leader {1}{R}
Whenever Uprising Leader attacks, it gets +1/+0 for each attacking creature your opponent controls.
2/2

Uprising Leader {1}{R}
Whenever Uprising Leader attacks, it gets +1/+0 for each attacking creature your opponent controls.
2/2

Gdańsk Shipbuilder {2}{R}
When Gdańsk Shipbuilder enters the battlefield, create a 1/1 red and white Human Worker creature token with "This creature gets +1/+1 whenever it's dealt damage."
2/2

Pilsudski's Cavalry {3}{R}
Haste, Whenever Pilsudski's Cavalry is blocked, it deals 1 damage to any target.
3/2

Home Army Spy {2}{W}
Whenever an opponent casts a spell during your turn, draw a card.

1/3
—
Lech, Champion of Solidarity {2}{R}{W}
Creature - Human Leader
When Lech, Champion of Solidarity enters the battlefield, create two 1/1 red and white Worker creature tokens with "Whenever this creature is dealt damage, it gets +1/+1 until end of turn."
Whenever a Worker you control attacks, it gets +1/+0 until end of turn.
{T}: Workers you control gain indestructible until end of turn.
3/3

---Enchantments---
Echoes of History {2}{W}
Whenever an opponent casts a spell, you may put a +1/+1 counter on target creature you control.

Resilient Spirit {1}{R}
Enchanted creature has "Whenever this creature is dealt damage, it gets +2/+0 until end of turn."

Polish Resolve {2}{R}
Whenever a creature you control dies, it deals damage equal to its power to any target.

Solidarity's Stand {3}{W}
At the beginning of your upkeep, if an opponent controls more creatures than you, draw a card.

---Instants---
Warsaw's Retribution {1}{W}
Target creature gets +1/+1 until end of turn for each spell your opponent has cast this turn.

Martial Law {R}{W}

Creatures your opponents control can't attack this turn unless their controller pays {2} for each creature they control that's attacking.

Fire of Resistance {1}{R}
Fire of Resistance deals 3 damage to target attacking or blocking creature. If a creature dealt damage this way would die this turn, exile it instead.

---Planeswalker---
Lech, Leader of Change {2}{R}{W}
+1: Create a 1/1 red and white Worker creature token with "Whenever this creature is dealt damage, it gets +1/+1 until end of turn."
-2: Deal damage to target creature an opponent controls equal to the number of creatures you control.
-6: You get an emblem with "Whenever a creature you control is dealt damage, it deals that much damage to any target."
Loyalty: 4

---Lands---
Gdańsk Harbor
{T}: Add {W} or {R}.
{T}, Sacrifice Gdańsk Harbor: Add {R}{W}. Use this mana only to cast creature spells.

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Gdańsk Harbor

{T}: Add {W} or {R}.
{T}, Sacrifice Gdańsk Harbor: Add {R}{W}.
Use this mana only to cast creature spells.

Warsaw Ruins
Enters the battlefield tapped.
{T}: Add {R}.
{T}, Pay 2 life: Add {R}{W}.

Warsaw Ruins
Enters the battlefield tapped.
{T}: Add {R}.
{T}, Pay 2 life: Add {R}{W}.

Warsaw Ruins
Enters the battlefield tapped.
{T}: Add {R}.
{T}, Pay 2 life: Add {R}{W}.

Solidarity Square
{T}: Add {W}.
Whenever you cast a creature spell that
costs 2 or less, you may tap Solidarity
Square. If you do, that creature gains haste
until end of turn.

Solidarity Square
{T}: Add {W}.
Whenever you cast a creature spell that
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Square. If you do, that creature gains haste
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